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2a. The computing innovation that is represented by my computational artifact is the Evolution of Playstations. The first playstation model vs the newest model today has had many upgrades since then and Playstation had the idea to keep on making more models every year to make it look better, different or even add more to the one before. On the artifact illustrated it shows the first playstation model from 1994 and it compares with the latest model that came out in 2016. The ideas that were done to the first model made them want to think of better ideas each year until they reached at model that beats it all from the past. The bar graph below shows the estimation of how many consoles that were sold for each model and as you can see ps4 beats them all.

2c. A beneficial effect for the ps1 was that it included a memory card with the console but it was useful because your progress that was on the console, it would all go to the memory card and it would be saved. A beneficial effect for the ps4 pro was that they were able to include 4k quality for better online gaming so it can look better. Although the 4k quality to the newest model was a harmful effect because not only does it look really good but to certain people it can cause a seizure for playing a long amount of time. For the ps1 a harmful effect was that their problem of making their first model was quite difficult because they had trouble with the CD's and the reason for that was that they had cheap cd burners. The issues for the ps1 could have been a big problem in the past if they had trouble with the cd's because it had to get fixed in order to get a lot of units sold for their first built model. You can say that later on in the future in can affect the society because people would get hooked onto the gaming and they wouldn't want to get off of it.

2d. In 1994 for the ps1 the CPU they used for their model to process their units was the R3000. For the ps4 pro it had a jaguar CPU and it helped process things quicker. The user input that was being used for both consoles was a dualshock controller. What the controller does is that it would let you do things on the console but the things clicked would be sent to the system by the CPU as well. When certain buttons are clicked from the controller you are able to do many things. For example, you can download, watch, and play games from just the controller. The online gaming part can be a concern because their can be lags that would be going on based on the users internet. In online gaming for a ps4 there has to be a lot of data that has to be used and the reason for that is that data is needed to be used for online servers so the CPU has to be sending many things to the system. A CPU for a big console like the ps4 pro has to be very quick because there is a lot of things going on that has to be processed with somewhat a short time and with no issues.

2e. <https://www.giantbomb.com/playstation/3045-22/> - "Playstation Information" By: Marino,  
Date viewed: 12/2/17, Date posted: 7/21/16

<https://www.theguardian.com/technology/2014/dec/01/playstation-20th-anniversary-sony-1994> -  
"20 Fascinating Facts for Playstations" By: Keith Stuart, Date viewed: 12/2/17, Date posted:  
12/1/2014